

Nuclear War

Amiga Instruction Sheet

Floppy Drive Loading Instructions:

To run **Nuclear War** off a floppy drive, simply insert **Nuclear War Disk 1** in DFØ: at the Workbench prompt. If you have a second floppy drive, place **Nuclear War Disk 2** in it. Otherwise, you will be prompted to switch between **Disk 1** and **Disk 2** when necessary.

It is recommended that you make a copy of **Nuclear War Disk 2** and you use it for game play. Consult your Amiga DOS manual for details on making a disk backup. **Nuclear War Disk 2**, or a copy, must remain in the drive while you play and must be write enabled.

Nuclear War Hard Drive Installation:

Boot your hard drive per your normal hard drive instructions. Open a **CLI** window (see your Amiga DOS manual) and create a directory for **Nuclear War** by typing:

```
MAKEDIR DHØ:NW
```

(If your hard drive is named other than DHØ:, substitute its name whenever DHØ: is called for)

After you have created the **Nuclear War** directory, insert **Nuclear War Disk 1** in DFØ: and type:

```
COPY DFØ: DHØ:NW ALL
```

When your computer has finished copying **Disk 1**, insert **Nuclear War Disk 2** in DFØ: and type:

```
COPY DFØ: DHØ:NW ALL
```

Next add the **Nuclear War** Icon to the root of your hard drive for easy loading by typing:

```
COPY DHØ:NW/#?.INFO DHØ:
```

In addition, you must add two lines to the startup-sequence of your hard drive. These lines should be added to the sequence directly after the hard drive is mounted. The two lines are:

```
ASSIGN "NUCLEAR WAR 1:" DHØ:NW  
ASSIGN "NUCLEAR WAR 2:" DHØ:NW
```

These lines tell the **Nuclear War** program where to find its data files on your hard drive instead of checking your floppy drives.

Running **Nuclear War** Off the Hard Drive:

To start **Nuclear War** after it has been installed on your hard drive, simply click on the **Nuclear War** Icon. If you wish to skip the title sequence when loading **Nuclear War**, you may click on the **Quickstart Nuclear War** Icon.

Copy Protection:

After the title sequence concludes (or if you use **Quickstart**, before the game begins) you will be prompted to insert **Nuclear War Disk 1**, the **Nuclear Key Disk**, into DF0. Once the game has validated your key disk and concluded loading the game, you may remove the **Nuclear Key Disk** as it will not be used anymore.

Clearing the High Score List:

From a **CLI** window, you may reset your current high score list to the default score list by typing:

DELETE "NUCLEAR WAR 2:HIGHSCORES"

A Note on Sounds and Graphics:

Nuclear War uses virtually all chip memory of your machine, whether it be 512K or more, and it is recommended that multi-tasking not be used while running the **Nuclear War** program.

Also, **Nuclear War** detects how much memory your machine has (512K or more) and loads extra sounds and graphics if your machine has more than 512K available.

Controls and Menus:

In the manual, whenever it directs you to "click the mouse button" use the left mouse button. To restart or quit a game while playing **Nuclear War**, select the appropriate option from the menu with the right mouse button.

Nuclear War Challenge:

Only a few have seen it, but in certain cases a city population becomes so enormous that a Metropolis is forced to become a Domed City. Can you end your game with any Domed Cities?